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Draconian Vampirism 101

By Lord N



Draconian Vampirism 101

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Ordo Atra Draconis (Order of the Black Dragon)

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This Ebook was written as a clear and concise introduction to one of the darkest facet of the left hand path, a path of absolute diablerie and iniquity, the path of Draconian Vampirism. This Ebook is not for the timid, those easily offended or the faint of heart, nor is it for those in a weak or altered mental state.

Draconian Vampirism is a dangerous path, especially for those with a compromised psychological state. The teachings and path of Draconian Vampirism will only cause further mental issues to arise in the unstable, or will only make already existing conditions worse. Also DV is a path only for adults, as it encompasses many very adult concepts, which though understood by many youth, are not appropriate or legal.

Most will read this book for one of several reasons;

- Some will read this with curiosity or whimsy.
- Some will read this expecting the enigmatic nature of our order to be revealed, when in fact this is solely a book about Draconian Vampirism, not about the Ordo Atra Draconis.
- Some will read this with intention of joining the OAD, in which this tome is/should be the first step.
- Some will read this looking for meaning in their life.
- Some will read this expecting a quick fix to a bad life or situation.
- Some will read this for the right reasons, some for the wrong...

Upon reading this short book, I ask that all read with an open mind and contemplate their own reasons for reading it. Is it a rough patch in life that compels you to read this, for a proverbial “Quick-Fix,” or is it a sincere search for self improvement and mastery? What are your true reasons and intentions for reading this, ask yourself the “why’s,” and what your genuine *raison d’être* are, before reading any further.

Bare in mind that this tome will indeed leave some questions unanswered, it is only intended to be a concise introduction to the DV path. Questions about Draconian Vampirism may be directed to the ONLY organization who founded and teaches the DV path, the Ordo Atra Draconis at <http://oad.yolasite.com> or to Lord N himself at dlux18@gmail.com respectively. Before asking questions, it is always best to check the website and see if your question is answered there first.

Though no one will answer every question that every reader might have, some basic questions will be responded to. A decent enough understanding of Draconian Vampirism can be ascertained from this book, but for a more complete understanding, membership is required in the Ordo Atra Draconis.

The first thing readers will notice about this tome, is that it does not beat around the bush and attempt to dazzle you with eloquence. The completely illiterate can sound intellectual via learning some choice words, it is far more difficult to take complex theories and practices and make them simple enough for most to understand.

I make no qualms about writing in a capacity whereas most of humanity can read and comprehend my work, with little room for “interpretation” or delusion. A popular misconception strewn throughout the whole of the occult, is that using occult-nic terminology and eloquence, makes one knowledgeable about a topic. I do not fane intellect, I do not pretty things up with a bunch of useless words, I do not make pretension into a readable art form, I’d rather be known as a genius, then thought of as one!

If all one seeks is eloquence, study Shakespeare...

None of the information within this Ebook was written for members of the OAD, this diminutive book was written with the general public in mind. After reading Draconian Vampirism 101, the reader should be both informed and yet still full of questions, this is due to DV 101 being an introduction for the public and not a full book of instruction. The primary goal of this book is to inform the public of Draconian Vampirism and to act as a stepping stone for potential members to be better informed of our beliefs, before attempting to join.

Draconian Vampirism is a path whereas you'll actually "experience" the spiritual and magickal aspects, it is not all smoke and mirrors, "faith," invisible or imaginary. Draconian Vampirism is more than mere psychodrama; more than just attaining material desires in life, Draconian Vampirism is life.

In this petite and straightforward manuscript, readers will become privy to the general beliefs and some basic workings of Draconian Vampirism. Readers of Draconian Vampirism 101 will learn a bit about our symbols, seals, magick, religion, philosophy, spirituality and mysticism. Information pertaining to the Ordo Atra Draconis has been omitted, as that is not in fact the topic of this volume.

This Ebook is the first step in ones understanding of what a Draconian Vampyre is, does and believes in. Draconian Vampirism 101 is This Ebook will introduce the world to a new dark path, one of absolute iniquity, something sadly lacking in most supposed left hand path religions/philosophies.

Those expecting "Hollywood vampyrism," ridiculous vampyre romanticism or a need to drink blood, should look elsewhere, we are an enlightened path of the Vampyre. Most of those people searching for Hollywood, romanticism or "diseased" vampyres, are delusional, mentally unstable and generally socially inept individuals, looking for reality in complete fantasy. Draconian Vampirism is based on history, folklore and genuine left hand path occultism, **NOT** movies and popular fiction!

Though Draconian Vampirism is a relatively "new" path, it's teachings, tenets and principles can be traced as far back as ancient Mesopotamia. Many concepts and theories are taken from several ancient medieval sources as well, combined into one path of complete and total wickedness. This is the new dark western tradition, born not of inverse or bastardized right hand path traditions, but bore of genuine darkness and the most ancient of diablerie.

Too often today, individuals in the left hand path invert religious teachings, symbolism and trappings of the right hand path and package it as dark or of the left hand path. If I take the bible and turn it upside down, does it make it a refrigerator? NO, nor does perverting a religion of the right hand path make it sinister!

The Draconian Vampyric path does not borrow from religions of light, only from the darkest of classical and ancient practices. Ours is not a religion for those who are timid, weak, cowards or those who would otherwise prefer to play dark. Ours is a religion that is truly philosophy in action, not just a scattered amalgam of catch phrases and memorized quotes. Those looking for a silly Satan club, a simple Satan social group, a hippy group under the guise of darkness or a collection of bastardized and perverted right hand path religion, should search elsewhere.

We are Draconian Vampyres, we are of ancient origins, with many teachings stemming as far back as the akhkharu of Sumeria. Though Draconian Vampirism is new, our history is as old as civilization itself!

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Life and death...there are no two greater mysteries that a sentient and free willed being could ask themselves. Life and death each house mysteries that entrance and terrify us, to the point of obsession and compulsion. Religion and mystery schools alike have fathomed the depthless experience of human existence, and have tried to compile lists of rules and dogma, which attempt to constraint the free will and sentience of the individual. You can enforce your religious dogma, under penalty of eternal hellfire and brimstone and make your “sins” the basis of the core reptilian and mammalian brains, to keep them coming back time and time again.

Religion has over the centuries, attempted to fane a complete understanding of life and death, because it's easier to keep customers coming in, if they think you truly know all of the answers. You can give to people an emotional crutch of heaven to believe in, rather than have them work out the grieving process and mourn emotionally.

Draconian Vampyres do not claim to know everything about life, nor do we want to tell people how to live theirs. We also do not claim, to wholly know what happens at death and after, of if an afterlife even exists. What we do know for sure, is that actions speak louder than words in life and that death comes for us all and our bodies decay afterwards. That is the wisdom that all humankind share, beyond that however, there is what the Draconian Vampyre knows!

We Vampyre are a different species altogether from humanity, we look the same and function much the same, but what we do and know, is what separates us, from humankind.

We believe energy is the root of all things, beyond that is chaos, beyond that is order. There is balance in all things, including within every person. No one and nothing inherently evil or good, unless by one individual or groups perception, and perception even in herd mentality, is not absolute.

Entities, deities and human beings are all universally interconnected, as we are all made up of energy and matter. Human beings, Vampyre, deities and spirits are one, we are of the same cosmic pool of energy. The well of energy from which all life springs and returns, is called the “Dark Well,” within Draconian Vampyrism. That therein is not where we Vampyre and the lot lice of the uninitiated part ways however, we Vampyre are different in that we hold within us, what is referred to as the “Divine Spark.”

We have understanding of things that most do not, we align ourselves with darker energies, we are free of will and spirit, and most importantly, we are sensitive to all energies around us. Some are born vampyre, others can turn over time, with proper training, theory and practice, and neither is stronger or preferred over the other.

Draconian Vampyrism is a religion, lifestyle, philosophy, initiatory way and fraternal path, rolled into one body. Individuals change and grow within the DV path, mastering

themselves and life along the way. The DV path is not easy, it is not for RPGers, nor is it all fun and games, it is not for the weak!

What we believe about life, is living it in accordance with the attributes of the four crowned princes of Hell, some of the darkest spirits one can be aligned with. Iniquity and genuine darkness personified, that is at the very core of the Draconian Vampyre path, that and strength of individuality, free will, spirit and character. Vampyres are by nature, dark beings, spawned from the darkest recesses between space and time, therefore only genuinely dark entities are aligned with in Draconian Vampirism.

We do not however worship any deity, nor do we believe our deities control us, they are energies, like all other things, we are the same. Our deities are seen as relatives, we do not command them, we do not fear them, we do not attempt to contain them. Vampyres will experience and commune with our deities, there is no blind worship or faith needed herein. Vampyres live via the attributes of our deities/energies, aligning themselves with darkness and the black arts.

To most, morality is governed under the absolute authority of a higher power and or religion, for others, it's common understanding. When most see goths or occultists, they often instantly think of them as devoid of morality, which couldn't be further from the truth. Even atheists will tell you that they have their own morals that they hold as true for themselves, without the governance of a deity.

Religion imposed morality or dogma, is often times thought of as spiritual law, when in effect it was written to control out of control masses, from barbarism. Most religious morality falls under the , "duh no shit," category, like don't kill, don't steal, don't fuck your buddies wife etc... whereas if you need religion and books to tell you not to do it, you have some serious issues, beyond the realm of religion!

Morality is best left to the common understanding of the sane and rational, who do not need anyone enforcing their morals, their conscience does that for them. What? many of you are saying while clutching your bibles tight, but it's true!

Here is why...

I have my own morals, with far more "working" facets to my morality, then the simplicity of religion, as well as more freedoms. This comes from not worrying about religious imposed dogma, instead it stems from focusing on personal responsibility and accountability. Morality, like reality, is subjective to individual perception, therefore each person of free and sentient will, should have their own set of personal morals.

What's right for one individual, is wrong for another, that's called free will in action baby, and we all have the freedom to be offended by it (Thank you freedom of speech). I am a Universal Life Minister and hold that to be a sacred position and title, I have been a minister since I was 18 legally. I have been a student of religion, since having my first doubts at age 11-

12. Therefore you should be aware that I harbor no ill will towards any religion, what I'm stating herein is fact (in my reality, maybe not yours), not a smear campaign.

I firmly believe in my whole being, within every fiber of my essence, that my own personal morals and freedoms are indeed divine, regardless of their inspiration or detraction from any religious or political body. The following morals are mine and mine alone, therefore I am not attempting to convert anyone, if you share my morality, awesome, if not, awesome.

Morals:

- Do not kill – Killing another human being changes an individual forever, not for the better. It is never okay to end the life of another, unless they have done so first (via chair, hanging or injection). If someone has murdered, they too should die, eye for an eye, tooth for a tooth, the law of Hammurabi.
- Hurt no children – No adult should ever hurt a child or put them at risk of being hurt, in any capacity.
- Don't rape – Those who are proven to be rapists, should be removed from the gene pool...period!
- Don't sleep with your neighbors wife – Vows, bonds and pacts are what makes and defines an individual and their character. For one to break their bond or pact, or to come between that covenant, shows a severe lack of character or mental stability.
- Don't be lazy – Everyone must do something and contribute to society, from the poorest, to the richest, from the pious to the blasphemous. Those who are lazy, mentally, physically or spiritually, are often ill in each facet individually. Mentally, they will do something drastic about something small, generally killing or hurting others or animals, or otherwise be or act self destructive in nature. The mentally lazy will abhor reading, learning in most capacities and will suffer from incompetence in most cases. The Physically will hurt their health, cause issues that will shorten their lifespan and cause innumerable problems now and in the future. The spiritually lazy, will flip flop from religion to religion, looking for something that's just like them...in reality they should become more like the religion they chose. Spiritually lazy people drift aimlessly through life, a million questions, no answers...empty.
- Don't be an overly greedy bastard – Greed is good, it's a great motivational factor in life and career, but too much greed is a bad thing. Like all indulgences, be aware that greed can quickly become compulsion, if left unmonitored by an outside observer. Be sure to give back to society and culture as well, do not allow yourself to become a sycophantic, subhuman, bottom feeding mud animal.
- Don't hurt animals unless for food or clothing – Survival of the fittest and humans are at the top of the food chain. If someone simply hurts an animal out of malice or without logical rhyme or reason, they should be hurt or killed.
- Help the elderly – Elders have lived a full life, they have experienced the ups and downs in life and have uncovered many inalienable truths in their time. Even if they're assholes, they are probably like that from years of a hard life, ease up on them and help them when you can.

- Don't give out advice - Don't rush around giving out your advice to everybody and anybody, who often times do not want or need it. Save your time and energy for those who would actually ask for your advice and would take the advice to heart.

Freedoms:

- Sexual freedom – Gay, straight etc... Sexual preferences should be considered a part of individual freedom and liberty. If two individuals of legal age and of free will want to have intercourse, go for it, don't wait until marriage to find sexual incompatibility is an issue.
- Freedom of speech – Everyone, regardless if you agree with their message or not, should have the right and freedom to speak what and as they so wish. You have more right to be offended, then to be protected from being offended.
- Freedom to seek individual happiness – Everyone should have the right to seek their own individual happiness and path in life, as long as it doesn't hurt another or infringe on the freedoms of another.
- Freedom to own weapons – Everyone (who is not a criminal) should have the right to own firearms, as a means of personal protection from both criminal elements, and out of control political affiliations.
- Indulgence – If it feels good and hurts no one, do it, if it feels really good, do it again lol. Indulgence is a fickle whore however, as there is a very fine line between indulgence and compulsion/addiction.
- Freedom of Religion – Everyone should have the right to choose their own spirituality and to practice any path (again, that doesn't harm others) as they so deem fit.
- Political freedom – everyone has the right to their own political affiliations, unless the political movement is seen as a detriment to the welfare of the people, by the people and for the people.

My morals and personal freedoms have been greatly influenced by my perception of the world around me, like most of you. I am a pessimist; I see the cup almost fucking empty, not half anything, which also greatly affects one's morals.

To me personally, morals and morality are a sign of true character, conviction, personality, honor and decency, more so then just a facet of an individual. Morals and morality equals taking responsibility in life, for taking total accountability for ones own life and actions, something that only the strong and intellectually enlightened individuals can truly grasp.

Weakness to me, to a large extent, is the absence or disregarding of ones morality, for any reason. Morals without conviction equals squat!

Only the weak commit suicide, only the weak lack conviction, only the weak require excuses for THEIR life and only the weak lack any personal morals. Only someone so utterly inept at life, wouldn't consider their personal morals in their decisions and action, and would succumb to anything contradictory.

Morals should not be kept in a religious context, by anyone, as it's as much a part of the individual, as it is the spiritual path one chooses.

If you choose a religion or spiritual path at any point, be sure that your personal morality and the religious morals taught, are compatible first. Morality should come before just simply following the herd, or in family footsteps, and if the compatibility is in question, do not try to reinterpret your religions scriptures to fit around your own perception. People shouldn't look to change religion, but should look to being changed by the religion.

I am someone who has seen a lot of death in his only thirty-two years of life on this planet. Family, most of my friends, family friends, teachers and mentors...all passed on from this world. I have experienced death first hand and have even faced mortality myself once or twice. I am by far and in large, no stranger to the energy (or lack thereof) of death.

It would be facetious of me to claim through even my extensive experiences, to know what happens to us when we die, no one has come back to tell us. All that is for certain, is that we will never see that individual again, they will rot and their bodies will return from the earth, which bore and sustained them. Even in death I will still be contributing to the planet, as worm food...that much I am sure of!

Religions all have mystical trappings wrapped around an almost reverence (borderline jealousy) for the dead, as in death they will meet their deity. This is true at least for the three Abraham based religions! Most spiritual theories of heaven and afterlife seem to me like an emotional crutch to cling onto, but would you want to float around for all eternity, burn or be at peace? I have studied Chaos Magick, Chaos Theory, Yezidism, Luciferianism and philosophy for a very large portion of my life, so much of my own theories on death stem from those sources. I have devised what I believe to be true to and for me, concerning what happens at death.

We are all made up energy, on the smallest mitochondrial levels, we are driven by an X factor that keeps us in existence, sentient and moving in life. Ghosts, for lack of a more pretentious terminology, are thus residual energy left behind, a weaker form of the energy which once was alive. Ghosts do not exist with messages from beyond, they do not know they are dead and "generally" cannot harm anyone. Their body is at rest, but their very consciousness is still somewhat active.

Belief... not blind faith.

Whatever someone or a group of people believe in something enough, it manifests. Basically, belief in ghosts, God, Satan, etc... and at least to you, it is very real. Reality is in fact 99% perception, with the one exception being that we're born and will die, everything else is purely speculative.

True immortality, doesn't come from magick, deities, morals, actions etc...it comes from the most powerful emotion all human beings share, love! Loved ones will keep you around forever, in their minds, hearts, memories and in photographs. Loved ones will pass on stories and will talk about you, making their loved ones hold memories of you, keeping you around long after death.

Through sheer force of will, those who die can manifest their consciousness visually, audibly etc... to us. It is not by force that a ghost/spirit/energy will stick around, but by will and consciousness, a desire of their own, even in death, to catch a glimpse of life and possibly their loved ones. Death is not as convoluted, complex and dogmatic, as most people would think. I would much rather grieve, mourn and learn to move on through life without the individual who passed, then to believe without freedom of will, death is as complex as some might think. If life is full of it's everyday struggles, stresses and complexities, wouldn't you expect death to be much easier?

We are all going to die... plain and simple, these meat shells will cease to sustain us, and will inevitably rot forever more...that is a fact. Whether or not you agree with my assessment of death and afterlife, you cannot deny that all things die and the world moves on, without missing a beat. From the moment we exit the womb, life spirals forward to an inevitable end, but it is **LIFE** that defines us and our loved ones who keep us around long after death.

Death could come for any one of us, ten minutes from now, tomorrow, next week, and it's important to let loved ones know that you care and appreciate them, here and now. It's important to reach for your dreams, doing what you want, when you want, telling and showing your loved ones you care. We each get only one life (as far as we know), it is important that we do not waste it on trivialities, fears, or what others might think or say.

Death should not be the goal, life should be the goal. Focus on now, though death is ever looming and present, keep it as a reminder that life is far too short. Death should be inspiration for life, it should make one understand all they have to lose, it should keep one inspired to love and let love in. Death should keep us moving forward and upward, avoiding such pitfalls as stagnation, avoiding emotion with loved ones and sloth.

1 life...that's it...death is merely the absence of life, not the absence of the person, as long as you believe and remember them.

Raising children in the DV path is a non issue, as we do not believe in forcing our children to adhere to any path. Parents may explain why they are Draconian Vampyres, but shouldn't ever force their children into any path. Around the onset of puberty, 11 to 14 years old, a youth undergoes a mental transformation and physical one as well. We refer to the awakening of sentience and free will in youths as, "The age of reason." In many cultures and religions, they hold that a youth becomes a young adult around that same age frame, so it is no wonder that they awaken spiritually as well.

It is around the time of the age of reason, that parents should explain more adult concepts and introduce their children to religion and explain each one in a fairly non bias way, but explaining why you are not a part of each one and why the person is a Vampyre. It is important not to force ANYTHING religiously on a child and to let them learn and come to understand each.

Do not ever turn your back on them and be supportive of their decisions, but do not allow them to rush to conclusions (even in your favor), there is no hurry.

Forgiveness is a concept that most religions of the right hand path have adopted, yet most adherents do not. Forgiveness is neither divine, nor within mans primal and carnal nature. Hatred...the most natural and equal but opposite emotion of love, both being the most powerful of emotions, yet most on the right hand path claim to not hate, they are not supposed to hate, forgive...forgive...forgive and repent negative thoughts about the other person. Turn the other cheek if you are slapped, I believe that is their motto.

Draconian Vampyres however, seek justice, vengeance, punishment befit of the offense. We do not turn the other cheek, we are superior beings, not incompetent sheep and therefore we seek vengeance. An eye for an eye, a tooth for a tooth, just as the Law of Hammurabi and "Lex Talionis." Draconian Vampyres will take every logical and rationale means to exact their revenge, often times making it seem as though it stemmed from an outside force or individual. Draconian Vampyres are predators in a world of prey, masters in a world of slaves, they do not yield to someone's double cross, trickery or attempts at slighting them and they bow to no one. We are the proverbial "wolves" in sheep's clothing, we look like everyone else, but we are by far ahead of the human species.

We do not forgive and we do not forget, however we do get our anger and rage out and do not let it fester or become self-destructive. Ritualizing anger has been psychologically proven to be far healthier then holding it inside and Draconian Vampyres are by far not self-destructive creatures. We come to understand and commune with the death energy, through such we appreciate life ten-fold more than most beings. Knowing that this is our one and only life, holding onto this consciousness, Draconian Vampyres celebrate life everyday and come to appreciate the smaller things, as much as the bigger.

Because we realize our time on this earth is limited, because we come to understand the absolute darkness and emptiness of death, we thus are more caring for those we love. We are more aware of the frailty of human life and the short time we ourselves have, so we love our friends and family whole heartedly and let them know such and as much as possible. Draconian Vampyres are not in fact devoid of emotion, they are actually in great control of their emotions, as well as pain responses. We are emotional beings, as much and often times more so then many, but we can control when and how much emotional content is released.

Emotion is the strongest force within a human, seconded only to will, emotion inspires the greatest creation and the worst of follies. A human with out of control emotions, is a human who is heading down a dangerous path of self-destruction. DV are in control of their entire self, emotions included, which at times gives them a somber or uncaring aura, but it is quite the contrary. A darker aesthetic is generally preferred by Draconian Vampyre, as an outward reflection of the inner vampyre. Art, attire, religion, fraternity and nearly all parts of our lives as DV are draped in darkness, and so our overall aesthetic often follows suit. It is not that we are all goth, depressed, socially inept or suicidal, it is a chosen aesthetic, which reflects the rather dark path we walk and live.

Many, whom even held no personal aesthetic before, will slowly find themselves transforming their aesthetic, once they begin passing through the DV teachings and practices. It is not required to do so, though most whom do not already hold a darker aesthetic, will more than

likely begin taking one on. As one personally transforms, their aesthetic almost takes on a life of its own, reflecting the transformation they're undergoing within.

As a Draconian Vampyre, one will also learn Vampyric magick, to master the world around them (lesser magick) and to master themselves (High magick). Draconian Vampirism thrives and feeds from its magickal workings, manipulating the very ebb and flow of all life and working towards the great change. VM is a large component to the religion of Draconian Vampirism, as through it, the student has experiences (through our magick), which changes them and will learn to harness all energy to move in line with their will.

Vampyric magick works according to nature and natural law, not against it, and harnesses the very powers of chaos, darkness, death and communion with iniquity. Energy flows through all life, that energy can be directed and harnessed, focused and applied to almost anything. It is those dark energies that transcend all space, time and realities, and which permeates and motivates the world and all humanity, that we willfully align and commune ourselves with.

We do not ask anyone to simply believe us, "question all things," is a motto that we do not take lightly. Vampyric magick is very real and those whom study it, experience it first hand, there is no blind belief or faith needed. Vampyric magick is also not all psychodrama; it is substantial, real and changes lives forever. Magick is a part of our everyday lives, it is not all ritual or needing a ton of tools, a ritual chamber or preparation. Magick can in fact drive one mad, make one see clearer, take a life or save a life and personally changes the individual through communions and awakenings.

Draconian Vampyres take all vows, pacts and oaths as law, those whom break their oaths are known as "warlocks," meaning "oath breakers." Warlocks are bottom feeders, who cannot commit to anything and who are not to ever be trusted in any capacity. Draconian Vampyres are indeed bound by their word and are responsible to live up to the bond they have created. Those who break any pact, vow or oath, are shunned and treated as a diseased leper in the Draconian Vampyric path.

Throughout one's progression in Draconian Vampirism, they will take numerous pacts, vows and oaths, which they are held too adamantly. Some pacts are made via blood signing, others are made during initiations and are spoken, others still are sealed with the shake of a hand, but all are upheld. A Vampyres word is their bond, their word speaks for their character and who they are as a being, superior beings keep their bond and inferior ones cannot.

One set of sacred vows, that is prevalent through the entire religious community, is marriage. Marriage is an important tradition in all religions and societies around the world and is viewed no different from any other vow or pact made.

Marriage vows can however be open, and polygamy, open marriages, homosexual marriages etc... are all acceptable within Draconian Vampirism. Though it's important to be sure that one's vows are well written and express exactly the type of marriage that both individuals agree upon. Draconian Vampyres do **NOT** believe in divorce in any capacity whatsoever, that would negate and therefore break, the very vows taken in marriage. Those whom

have been divorced prior to finding the Draconian Vampyre path, are still welcomed within, however Vampyres on the path already who seek divorce, are black balled (like any oath breaker).

As previously mentioned, the initiation of a new Draconian Vampyre is the first set of pacts and oaths that one will take on the path. The first initiation is important, as it also baptizes a new Vampyre in the four elements of nature, as well as marks their entrance into the world of night, from the world of day. Draconian Vampyres feel that their initiation is so important and life changing, that they often deem it the day of their birth, celebrating it like their normal birthday.

The Vampyres initiation is also marked by the initiate taking a new name, used only in the confines of their path-work. The Vampyric name is important because it helps to further separate the initiated, from the uninitiated, the masters, from the slaves. It is a reminder in all dealings within the OAD and within Draconian Vampirism, that though we look like humans, we are different from them. Draconian Vampyres also set all time pieces (clocks, watches, pocket watches etc...) five minutes ahead of their standard time, representing that we are at least five minutes ahead (in all facets of life) of all humanity. These are standards and commonalities between all Draconian Vampyres!

There are many more methods to and reasons behind our separation from the lot-lice of humanity, but for the sake of space and retaining private teachings, they must be negated herein.

We are a spiritual, mystic and religious path rolled into one, Draconian Vampirism encompass all of those facets and more. Through our spirituality, we come to unlock the mysteries of the mystical elements and thereby validate the religious facet of our path. Each fragment of Draconian Vampirism facilitates forming the greater whole of the path therein.



As in all religions, Vampyres have their own creation mythos, however ours is seen as metaphor for more modern concepts. We believe in a combination of the big bang theory, coupled with the ineffable inspiration and guidance of the divine architect. To Draconian Vampyres, the divine architect (Baphomet; pronounced: Baf-oh-met) is thought of as the embodiment of all creation, energy and manifestation. The divine architect is thought of in two fashions to Vampyres, either as a literal deity of dark cosmic chaos, or as a dark energy, which permeates, motivates and manifests within all things.

The divine architect is neither male or female, it is neither human or animal, it is the all, the one, the absolute. The divine architect is the well by which all energy and life come into being. The concept of the divine architect is best represented in the Eliphas Levi depiction of Baphomet.

The divine architect is the absolute representation of balance and justice, two concepts that are prevalent in Draconian Vampirism. Balance is important in Draconian Vampirism, as without balance in all things, we lose some facets of ourselves. Balance and justice indeed go hand in hand, as justice is a necessity to maintain one's emotional balance. When someone commits an act that warrants punishment, this is where curses, hexes and a whole manner of methods to exact revenge befit of the crime.

Without one seeking vengeance, they will be emotionally unbalanced and be emotionally slighted, until and only if something of equal distress is caused to the offending party. Vampyres are elite beings, the highest of all known life and top of the food chain, punishment is not only good for one's balance, but is a right of the strong!

An eye for an eye and a tooth for a tooth, *LEX TALIONIS*, the law of Hammurabi and the oldest of all codes of/for vengeance, is also one of the highest codes of all Draconian Vampyre. Balance is a requirement for all Vampyres, balance in one's self, balance of one's emotions, balance in one's life, balance in one's religion and spiritual practices and balance in nature.

The world is dog eat dog, survival of the fittest, only the strong survive, no matter how much the sheep profess otherwise. Draconian Vampyres are the strongest of the strong, we reject scape-goats in life and placing the blame onto other things and people and gladly take responsibility and accountability for everything in our world. As elite beings, we must set an elite example and succeed where all others might fail in life, and in forging our own utopia, our own paradise on earth. If Vampyres meet a hurdle in life, we quickly smash through it, by any means necessary to achieve our goals and aims.

Draconian Vampyres will bite and claw their ways to the top, while achieving their life goals and dreams along the way. All living things survive, by depriving other living things of their survival, this is an undeniable fact of nature. The path to enlightenment, happiness, wealth, success, achievement etc... is paved in the blood of the weak and incompetent.

"Everything in this world is a manifestation of my own free will, for good or for ill" is the mantra of the Draconian Vampyre. Taking responsibility for all things in, good or bad, is a prime element of the DV path. Taking responsibility for short comings and for bettering personal weak points in one's self is also applied therein. Every facet and thing in one's life, is of their own doing, through events, sequences of events etc... which lead to the current point and manifestation, for good or bad. Other than death, everything in one's world is of their own creation and design, bar nothing.

Do not feel pity for those who have achieved less than yourself, especially if you do not share any emotional connection to them. Pity is a tool of the weak, to gain favor over the strong and to possess or be given something, they are not rightfully entitled too. Those who succumb to pity, as their pity is quickly seen for the weakness it is, are manipulated to be taken advantage of, over and over again. Only care and fend for yourself, your family and your friends, let the rest burn in the hell of their own design.

The term's "God" and "demon" were traditionally interchangeable and even during the invent of the concept of polar opposite deities (ie. good and evil), both were worshipped equally. Draconian Vampyres utilize and commune, with the most ancient and darkest of the primordial iniquity, without fear or reservation. What is one man's demon, is truly another man's god!

Draconian Vampirism is a polytheistic religion, having numerous deities by which we draw a pantheon from. Though we are a polytheistic religion, our deities are **NOT** worshipped, we are not the right hand path, nor do we think of our deities in such a light. The demons we commune with (as all deities to the Vampyre) are seen as energies, near sentient and partially free of will, however they are locked into the dictates of their attributes. The Divine Architect encompasses all attributes of the left hand path, and thus is seen as the all, the perfect and sublime one.

We bow before no deity or man, for we as Draconian Vampyres, share in the same divine spark, as they do. We do not beg or pray, for that is no different from worship or trying to illicit pity from the pitiless.

Though we do not worship our deities, Draconian Vampyres do however take the attributes of them, as our own attributes. We are supreme beings, capable of creation and destruction, as our will dictates, the only difference between us and our deities, is that we have flesh shells and physical forms, while our deities exist as energy only. Draconian Vampyres will take and commune with demons from numerous societies and cultures, from as far back as Sumerian and ancient Babylon, though we do have a set series of deities as well.

Draconian Vampyres have two sets of deities, universal and personal, macrocosm and microcosm, within and without, a top a personal spiritual guide. Universal deities are deities that all Draconian Vampyre share, who are at the very cornerstone of our path. Personal deities/demons are demons of one's own personal selection, chosen for the attributes most likely to improve one's self and one's life. A spiritual guide is one demon that through study and practice, will stand out more to the individual and the individual will begin to take on the attributes of their guide as they progress.

Universal demons utilized within the Draconian Vampyric path, are guides of the path of the vampyre itself. Our universal demons combined attributes, are the purest representation of what a Draconian Vampyre should strive to be. There are six universal demons in total in the Draconian Vampyric pantheon; the Divine Architect, the four crowned Princes and the ancient she-demon Lillith.

As the Draconian Vampyric genesis explains, the Divine Architect took control of evolution, after the big bang occurred (explained metaphorically) and upon the founding of life and earth as we know it, put the four crowned Princes in place to oversee all workings and doings. The Divine Architect, taking control over the foundation of the universe, earth and humanity, left us to return to the vacuous void between space and time. Thereby the four crowned Princes are the rulers over earth and the energy which moves about through all things.

The four crowned Princes are; Lucifer, Satan, Belial and Leviathan and each has their own attributes and represents a direction and element of nature. The four Princes are sometimes referred to as the four corners of evocation or four pillars of earth, each of those terms are acceptable. The attributes of the four Princes, make up the core sum of the philosophy of Draconian Vampirism. Some of the attributes are;

- **Lucifer**
element; air
number; 999/9
direction; East
altar element; incense
represents; pride, wisdom, intelligence, free will, beauty/aesthetic, social adeptness, character, light, grace, balance.
- **Satan**
element; fire
number; 666/6
direction; South
altar element; candle
represents; carnality, indulgence, rebellious nature, misanthropy, strength, Lex Talionis, sexuality.
- **Belial**
element; earth
number; 111/1
direction; North
altar element; wand
represents; foundation, remaining steadfast and firm in ones path, confidence, stability and calm, nature.
- **Leviathan**
element; water
number; 333/3
direction; West
altar element; water, bell or gong
represents; chaos, disorder, rage, creation, creativity, destruction, .

Atop the attributes of the four crowned Princes, there are secondary attributes which are unique to female Draconian Vampyres only. The attributes of Lillith are important to female Vampyres, as Lillith is considered their feminine archetype. Adam's first wife according to the classic Hebrew Torah and currently Lucifer's consort, Lillith is one of the most ancient of female demons in human history (seconded only to Tiamat).

Lillith was originally a Hebrew Demoness who would steal babies from new mothers, and eat their flesh and drink their blood, which is metaphor on dozens of levels!

Lilith's attributes are ONLY adhered to by females in the Draconian Vampyric path, just as Communion with Lillith is. The attributes are;

- **Lillith**

Element; Blood

Number; 222/2

Direction; Below

Altar element; Skull

Represents; natural instinct, beauty, fertility, femininity, nurturing, cunning through the control of sexuality.

Lillith is the embodiment of the female rebel spirit, the spirit which refuses to be subservient to society and to others. Lillith knew how to utilize her assets, mind and sexuality, to get whatever it is she so desired and was the very first Succubus. Lillith was known for ensnaring men with her beauty and sexuality and taking their souls, leaving them hollow shells to rot in the sun. She was the queen of night, the great tempter of men to ruin and the most powerful female figure in the left hand path. Lillith is said to have inspired the greatest of empires and to have destroyed the greatest of empires as well.

Draconian Vampirism is a spiritual path, one in which adherents actually have spiritual experiences that change their lives forever. We do not **EVER** ask anyone to simply trust or believe us or to “have faith,” they will have numerous experiences both spiritual and personal, that will transform them and show them our spiritual path is very serious. We do not thrive on talking, reading or ritual, Draconian Vampyres thrive on genuinely experiencing our path, spiritually, emotionally and all first hand.

Draconian Vampyres commune, invoke and willfully become possessed by the energies of death, demons and spirits of true darkness and iniquity. They experience all of these facets first hand, emotionally, psychologically, physically and via spiritual, religious and magickal means.

Blind faith or worship are not required or welcomed herein!

Draconian Vampyres are a rarity in the left hand path, as we are a spiritual and mystic path, while most others are the denial of anything other than flesh and blood. We recognize reality as 99% perception and individual perception being paramount, whereas most acknowledge one reality, one joint theory of perception. Draconian Vampyres allow their experiences to lead them to understand that there is more out there, than what is in front of one's face. Draconian Vampyres acknowledge energies that are unseen by the naked eye, but can be felt and experienced and we come to utilize, commune with and manipulate them.

We recognize the dormant energies and potential within ourselves and awaken and learn to harness it through theory, experience and practice. Though religion and spirituality are oftentimes separate, the two are connected at the hip in Draconian Vampirism. Philosophy, spirituality and religion all equate to the Draconian Vampyric path. Draconian Vampirism is all encompassing, it is life, it is wisdom, it is philosophy, spiritual, mystic and religious in nature.

We do not hold all of the trappings of a religion, yet call our Vampirism something else, Draconian Vampirism (as with all vampirism that has holidays, weddings, moral laws etc... don't let fools, fool you.) is a religion and working path. Draconian Vampirism is a dark path, which flows along the lines of the left hand current, just as folklore and classical/ancient Vampyres did.

Our religion, spirituality, mystical nature and philosophy all flow along this dark current, ebbing and flowing, growing and ever present within the nature of all life. Many individuals walk the Draconian Vampyric path today and don't even know it, some have for years; they just need to refine their practice. Not all Draconian Vampyres will join an organization, we call those freelance Vampyres, others will join the OAD and forge everlasting bonds with others, while mastering their Vampyric gifts. Freelance Vampyres remain untrained and as such, lack the abilities to fully comprehend or master Draconian Vampirism.

Living the philosophy of Draconian Vampirism, is just one fragment of the greater whole that is our path. Magic, initiation, religion, spirituality, mystical and a whole lot of other parts

would be missing, that would complete one's path and have them truly understand and feel fulfilled in all facets of their life.

Spirituality reaffirms the religious and mystical, while the magick and philosophy keeps us constantly moving forward. Spirituality is the proverbial glue, which binds all facets of Draconian Vampirism together as a cohesive whole...

Magick is very real, but it is far from the popular misconception that many hold about it and it's practice. Magick in its lesser form, is simply setting a series of events into action, to manifest and change circumstance to suit our desires and needs. Magick in its higher form, is simply used to change perception and to alter the self to better it and life. In all cases of magick, it is not instantaneous, it is not all gobbledy goop and it requires effort on behalf of the individual, to make it work.

All magick requires a path, such as using a spell to become rich, would only work if you had it planned out on how exactly the working can facilitate it. Example; you would go to college and easily obtain a degree, find a job in your chosen field and amass wealth through excelling in your profession. Magick works with nature and natural law, not against it, nor does magick simply change one's life overnight, it is no crutch and is not a quick fix!

Draconian vampyrism has its own magickal system, encompassing both high and low magickal systems. Everything from divination, numerology (Gematria), spell work and communion to invocation and curses, one will find in the magick teachings of Draconian Vampyrism. Magickal practice is required for every Vampyre, especially in its highest forms whereas we achieve the Vampyric condition.

Though magick is required, training is required first so that the Draconian Vampyre does not screw anything up and understands exactly what they are doing.

Magick is dangerous, it takes someone of a stable mental condition to truly study and practice it, or it is as dangerous as putting a loaded gun in the hand of a psychopath. Those who are mentally unstable, risk serious complications and inflammation of their preexisting condition. Much of the work Vampyres do, involves extensive use of the mind, by utilizing controlled techniques to alter perception and altered states of being, to achieve their desired results, this cannot be done by the unstable.

Magick is, simply put, the manipulation and generation of energy to manifest the desires or dictate of the magi's will. Some of the facets Draconian Vampyres practice and will learn are; sigil work, pact work, path work, communion, invocation, evocation, gnosis – chemognosis and other altered states of being, numerology, control work, energy control – use and storage, pyromancy, necromancy, sanguimancy, zoomorphing and lycanthropy and a whole lot more.

The path to mastery of the self, one's Vampyric gifts and mastery of the world around you, is not an easy one, nor one which makes someone omnipotent overnight. Draconian Vampyrism takes time, theory, practice and patients to master, as it is one of the most complete occult sciences on the left hand path and **IS** the most complete Vampyric path in the known world, bar none. Some individuals will put forth more effort and time and will progress faster than others, some may also be naturally inclined to the path, while others may take years to grasp and apply the concepts needed to achieve the totality of the Vampyric condition.

There are no short cuts in Draconian Vampirism, the more genuine work and care you put into the path, the more beneficial and more expedited the results are.

The goal of each and every Draconian Vampyre, is to achieve the “Vampyric condition,” which is to attain the attributes of the folkloric Vampyre. Imagine for a moment, that pleasure, power, creative energy, improved energy – speed – strength and health, immortality, life and death all hung on your will and word...for us, the Vampyre, they do!

Draconian Vampyres work towards the attainment of the Vampyric condition, through all facets of study, practice, application and understanding of the DV path itself. One who has achieved the Vampyric condition fully, is referred to as “a turned vampyre,” while someone who is a DV, yet has not fully attained the condition is referred to as a “half vampyre.” Once someone has fully achieved the Vampyric condition, they no longer need training, thus only lectures and discourses remain.

Once one achieves the Vampyric condition, they will begin working on the foundation for their own utopia, a place where they are surrounded by their wills desires. Draconian Vampyres who are fully turned, are truly masters of their will, their dreams and the world around them. So what exactly are the attributes of one who is turned and how do they achieve the full condition? To achieve the full condition, a Vampyre must undergo spiritual, personal and magickal transformations, they must become that which they seek, in all facets of their life. The first step to achieving the Vampyric condition is to be a practicing Draconian Vampyre, learning, communing and progressing. Taking the attributes of the four princes as one’s own is a paramount step in one’s ability to utilize and apply the Vampyric condition properly.

Some facets of the fully turned Draconian Vampyre include;

- Improved strength, speed, health and reflexes.
- Immortality.
- Pleasure.
- Control of the world around you.
- Control of others.
- Mastery of magick and the self.
- Draining, storing, utilizing and manipulating all energy.
- Lycanthropy.
- Blending in and invisibility.
- Wealth.
- Heightened creativity.

In each facet, the Vampyre will learn the necessary skills, training and practices, needed for their full attainment and attuning. Once the Vampyre is given the tools to achieve each facet, it is up to them to study, theorize, practice and gain each facet, on their own. Vampyres are not left hung out to dry however; they can always turn to fellow Draconian Vampyres for advice and assistance. Draconian Vampyres are pack animals, kin to the wolf, we are predators and often times prefer the company of other Draconian Vampyres to anyone else.

Draconian Vampyres are bound by their word, therefore we feel most comfortable around others who are also bound by their pacts/oath and who hold that as law. Therefore, finding assistance locally or online should not be a difficult task.

Draconian Vampyres are not insane and baring in mind that you must be a rational human being as well, we ascertain that the facets of the Vampyric condition are in fact very real and very attainable by those on our path. Fully turned Vampyres, do indeed hold each facet of the Vampyric condition and then some, as mentioned previously. The Vampyric condition should be the goal of each and everyone whom calls themselves a Draconian Vampyre!

You will know a fully turned Vampyre from others, because those who are fully turned use the title, “Lord,” or “Lady,” in front of their name.

Aesthetics are a personal choice, but will change as a part of the natural evolution from human to Draconian Vampyre, but are not enforced or forced. Many Draconian Vampyres take on a darker outward visage, utilizing their aesthetics to reflect outside, what is inside of them. Aesthetics are a creative means of personal expression, it speaks to the world saying, “this is who I truly am and I don’t care if you approve or not.” Aesthetics also speaks for our rebellious nature, in not conforming with or considering ourselves, a part of the human race.

There is however a time and place for individual expression and aesthetics, and sometimes places like the workplace and family functions, may require one to “Dress down,” or blend. Remember, personal aesthetics are the very first thing others are exposed to about you, represent yourself well. First impressions are often lasting impressions, it is important that the impression you give, properly represents you and what you’re about.

Aesthetics are also a large part of feeling good about how you look, wearing what you inwardly want and that looks good on and accentuates the best parts of you. Feeling good about how you look, greatly influences how you feel about other aspects of your life. Aesthetics go beyond apparel however, encompassing personal surroundings, music, art and literature. Aesthetics are an important part of feeling connected to something or to an intangible or subjective concept, such as darkness and iniquity.

It is important for personal connection and attunement with the energy of darkness, to stay surrounded by aesthetics which encapsulates the Vampyres overall being. Aesthetics are an excellent way to also sever connections with humanity, by looking and having different aesthetically from the lot lice of them.

Aesthetics are beneficial in all walks of life, Draconian Vampyres understand this and apply it as their evolution unfolds!

Ethics and morals are purely subjective they are not absolute, as some religions would have you think. To Draconian Vampyres, morals and ethics are individual prerogatives, with each Vampyre holding their own personal morals and ethics as their absolute law. Good and evil, right and wrong are not absolute concepts, what one person calls good and right, another calls evil and wrong. It is because good and evil, morality and ethics are intertwined, that Draconian Vampyres as responsible, elite individuals and gods among men, dictate their own morals and ethics for themselves.

Though Draconian Vampirism is a religious path as well, we do not impose strict dogmatic morality or ethics on adherents. The one and only tidbit of ethics we teach is to never hurt children or rape anyone...the rest is up to the Vampyres personal morality and ethics.

Ethics and morality are held as personal pacts, a listing of things you will not do and feel is absolutely apprehensible. Though they are not taught as a part of Draconian Vampirism, morals and ethics are a large part of each individual Vampyres life, religion and practices. Remember this though, ethics and morality change, just as an individual changes and remanifests themselves. Vampyres hold adamant to their morals and ethics, until their very perceptions change, thereby changing what one thinks and feels.

Unlike most religions, Draconian Vampirism works alongside personal evolution, letting an individual change and remain a Vampyre, instead of trying to hold personal evolution back!

Draconian Vampirism is both a revolutionary and evolutionary part of the left hand path, which allows and encourages individuals to change alongside the path and to allow personal evolution, rather than stifle it. Religions and paths of the right and left hand path, both create conformists more so then practicing individualism and allowing for individual ideals, morals and ethics. Draconian Vampyres are individuals, brought together upon a mutual path; however that may be the single similar component shared.

Because we do not have imposed morality and ethics, Draconian Vampyres do not prostitute our religion or try to impose our morality or religion upon others. We do not try to convert others, nor do Draconian Vampyres try to solicit anyone ever, to join our path.

Holidays

Holidays are important celebrations, generally religious in nature, though some are government founded and political as well. Religious holidays are significant periods or instances, celebrated oftentimes somberly, by those who practice the religion. Draconian Vampirism is no different and has several holidays that are ancient in origin and that we maintain and still celebrate to this day. Draconian Vampyre holidays often hold several meanings to us that connect it directly to the DV teachings.

The first holiday in the Draconian Vampyric path is the celebration of one's birth and represents life and appreciation for their existence. Every Vampyre celebrates their birthday out of love for themselves, putting themselves first and foremost (not a god or another person) and out of ego and pride for one's accomplishments in life.

The following holidays are widely celebrated across the right and left hand paths and mark the beginning of the new seasons. Draconian Vampyres have their own meanings behind the celebration of the equinox and solstices, as well as its own representations for each. All dates listed for the solstices and equinox, are given for the northern hemisphere, reverse the solstices and equinox for the southern hemisphere.

- **March 20th** – Spring Equinox: Spring represents a time of renewal and rebirth and its element is air.
- **June 21st** – Summer Solstice: Summer represents a celebration of life and carnality and its element is fire.
- **September 22nd** – Autumnal Equinox: Autumn represents change and growth and its element is earth.
- **December 22nd** – Winter Solstice: Winter represents death or the death of the old to usher in the new and its element is water.



Angerona, the old Roman goddess of silence and relieving pain and sorrow, is the patron goddess of **ALL** Draconian Vampyres. Silence is a golden rule to Draconian Vampyres, they do not speak about their practices to outsiders/uninitiated, or what they are learning. In celebration of Angerona, we celebrate the Angeronalia on **December 21st**, via sacrifice (fruits and blood) to her in her form as a bringer of pleasure and keeper of secrets. Oftentimes, the Angeronalia is postponed a day to coincide with the winter solstice, being a dual celebration, combining the two.

Quite often, Angerona is depicted as being blindfolded and gagged, her pointer finger covering her mouth, demanding silence. Angerona is a far more refined version of the modern and more simplistic “see no evil, hear no evil, speak no evil,” monkeys.

Angerona directly coincides with the “Occult,” which is Latin for “Hidden,” representing the hidden knowledge and wisdom shared in a temple or between master and disciple.

The next set of holidays are less holidays and more so preferred days for magick and ritualizing. The full and new moons mark the days when the gateway to the black well of energy is fully opened to Draconian Vampyres. The moon controls the very ebb and flow of all things on the earth, but is very noticeable via the oceans tides and the feminine menstruation cycle. Draconian Vampyres are creatures of the night, we are shadows in the moonlight and darkness incarnate, and therefore we are attuned not only to the energy of the earth, but of the moon as well.

In workings involving lycanthropy, only the full moon should be used, as the lycan energy is especially high, while during the new moon it is especially low. Most other ritual for Draconian Vampyres, other than to celebrate holidays, should be reserved for the new and full moons!

All hallows eve on **October, 31st** is also an important holiday, as it is believed by Draconian Vampyres, to be the day when the land of the dead and living become one. Like many other paths and beliefs, Draconian Vampyres believe that Halloween is a sacred day to remember the dead and celebrate their life and times. A somber celebration of remembrance and sacrifice of food is offered for the dearly missed dead as well as ritual, is seen as proper Draconian Vampyric celebration for Halloween. Should a Draconian Vampyre have children, they might also take their little ones out trick or treating.

Halloween is also the perfect time to commune with the energy known as death, as the proverbial door to his house is opened!

January, 1st or New Years, is a holiday that Vampyres can choose to celebrate or not. New years marks the beginning of the new and the end of the old, similar to the Spring Equinox. If a Vampyre so chooses to celebrate the New Year, it can be done via party with friends and family and standard ritualizing amongst other Draconian Vampyres. Bare in mind that participation in New Years festivities are purely choice, the holiday is not obligatory.

The standard ritual for Draconian Vampyric holiday celebrations is something we call the “blood mass,” the “red mass,” “night mass,” etc... The blood mass is not nearly as gruesome as it sounds, but does in fact celebrate the divine spark within Draconian Vampyres and the sacred properties of blood.

The blood mass is an important part of the Draconian Vampyric condition and path and each vampyre is strongly encouraged to learn the ritual in its entirety.

Ritual is a part of all occult and non occult religions alike, from Catholic mass to the Muslim call to prayer, it all encompasses ritual. Ritual is a more elaborate form of magickal practice, as it is used primarily in religious rites, initiations and in high magick. The popular misconception is that all magick requires ritual, when in fact low magick in nearly all forms, can be performed with no physical altar or tools.

I will not bore the reader explaining how we do not kill people during rituals etc... I will not underestimate the intellect of, nor insult readers by doing such, If an individual is ignorant enough to believe such things happen, they shouldn't read any further anyway, because they will not comprehend what they read anyway. If the ritual murder of men, women and children happened, where are all of the news reports and corpses? With as much disdain as most in the left hand path have towards humanity, if we were to go on a murderous rampage the world would be a less cramp place!

Use your brain...common sense, logic and rationale should always prevail!

Ritual is beneficial psychologically also, as the release of energy in the form of emotion, greatly aids in keeping one balanced. Ritual gives a pure and sacred outlet to release emotional energy, rather than letting it consume and fester within. The release of that emotional energy should be thought of as a sacred act and sacrifice, as any willful act of giving energy, is an act of sacrifice. Every act of willful sacrifice is thought to be a sacred act to Draconian Vampyres, as all energy is seen as sacred and precious.

Ritual does however require tools and the consecration of those tools, as magickal implements. Most of the ritual tools can easily be made or purchased, though 90% of all Vampyres prefer to make their own.

- **Wand:** If you make no other tool yourself, you should make your own wand. The wand is used as a focal point to direct energies and to draw out sigils in the air. A Vampyres wand is their primary ritual tool and can be as ornate or simple as they so desire.
- **Atheme:** The "Atheme," or "ritual dagger" has a whole host of uses to the Magi, including; stabbing representations or sigils to be burned, to focus energy (in place of a wand),
- **Incense burner and incense:** These tools should be self-explanatory! Represents air and Lucifer.
- **Candle holders and candles:** Utilized as both a nature light source and to burn objects. Represents fire and Satan.
- **Altar:** The altar itself can either be a naked female body, or any natural wooden table top or large box. In any case, the altar should be able to have all other tools

sit atop it and be easy to access all of the implements.

- **Skull:** This can be either a real human skull, or a faux skull that is as realistic as possible. The skull is a reminder that death is ever present and that the energy we work with is of darkness, death and of the black earth.
- **Anointing oil:** Anointing oil is used to prepare each ritual implement, as a tool of and for magickal use.
- **Bowls (For burning and elements):** Self explanatory, but should be large enough to safely hold something burning, or an element.
- **Sigil or seal (For behind the altar):** Used as a point to focus and project energy to, through and from during ritual.
- **Altar cloth:** The altar cloth can be as elaborate or simple as one wishes, but should be black in color. The primary use is to protect the altar beneath it.
- **Black salt or cemetery dirt:** Used to represent earth and used to line the magickal circle for some rites. Represents Belial and earth.
- **Chalice:** Used to hold ritual libation and to represent Leviathan and water.
- **Robe:** A ritual robe is a necessity for all ritual work and should resemble a monks robe in black or red.

When they are not in use, ritual tools should be kept away in a safe and clean place and no one other than another Vampyre should ever touch them. For many Draconian Vampyres the preferred method of storage is a lock box or footlocker kept locked in a closet. Ritual tools should be kept wrapped in red or black cloth for storage and in the case of candles they should be stored where they will not melt.

Ritual can take place alone or within a group, while the group ritual lends much more energy to the working at hand. Some rituals, such as initiations, require a group for the working to occur and witness. During larger rituals involving groups, each individual participant are to bring their own wand to use.

Ritual plays a major role in the religious and high magickal aspects of Draconian Vampirism. Due to the importance of ritual, Draconian Vampyres are required to have their own altars, regardless of their lodge affiliations which also have an altar. Some rites require the individual to be and perform it alone, hence the need for them to have their own altar. It's imperative that the Vampyre set up their altar and begin working on it, as soon as possible, to be prepared and ready for instructions.



The sigil behind the altar, should be the Draconian Vampyres seal of the Vampyre shown here. The seal holds a tremendous amount of meaning and representation to and for all Draconian Vampyres. The symbolism of the seal of the Vampyre should be the focus of the magi during ritual and what energy is poured into, through and pulled from. The meaning behind the seal of the Vampyre is reserved for Vampyre only, but as one could easily ascertain, our colors are red and black and the seal houses an inverse pentagram. Many Vampyres choose to paint the seal onto fabric, creating a banner of sorts for use during ritual.

In ritual, there's two possible attires that are considered acceptable, sky clad (completely nude), or the ritual robe. If one chooses a ritual robe, it must be a complete robe, with sleeves and waist tie and must be black or red (or a combination or both). Beneath the robe, the Vampyre should be nude (Shoes are allowed) and should only be covered by the robe.

Sacrifice is a prime facet of Draconian Vampirism, but before you clutch your child close by in fear, please continue reading!

Sacrifice is not limited to human or animal sacrifice, as the wildly popular misconception, even religions of the right hand path have sacrificed. Fasting, or abstaining from eating, is sacrificing comfort, sacrificing food etc... is sacrifice in its purest form. Fasting is also used as a sacrifice cleansing of sorts, purifying one before a large ritual (like abstaining from sex). Energy is another sacrifice individuals can make, and yes Draconian Vampyres do practice a form of ritual sacrifice of life as well. We do not physically kill anyone, however we destroy them in effigy and sacrifice their life energy to various deities, for numerous reasons.

When sacrificing someone (in effigy), allows us to expend energy from anger from someone who vexes us, it also allows us to destroy them, while gaining favor (Instead of simply cursing someone) and influence or help in whatever it is we so desire. Sacrifice of food, alcohol, tobacco, blood, energy, eating, sex, pain, humans (in effigy), animals (as long as they are eaten after), anything that makes you genuinely happy etcetera, are always considered acceptable.

Draconian Vampyres will sacrifice throughout the course of their experiences and learning, it is as natural to us as breathing is to most. Sacrifice is one of the most religious and spiritual acts of devotion to ones principles and religious path they can commit.

The most sacred and pious of all sacrifice, is the sacrifice of a life, either via effigy or animal sacrifice, but the animal must be eaten and not wasted afterward. Until it is proven that life exists elsewhere in the cosmic design, life existing on earth is not only rare, but sacred. Giving something as precious as life to a deity/energy/entity is a pious and sublime act of truly biblical (pun intended) proportions.

Draconian Vampyres do not engage in murder and the sacrifice of animals is no different than buying meat at the grocers, just fresher meat. Sacrifice of animals in ritualistic fashion is no different from buying kosher meat or meat blessed and prepared by an Imam. Sacrifice is a part of nearly all religion, right hand path and left hand path combined, though we do not hide it like most do. Draconian Vampirism is a path of darkness and blood, it is not for the weak or faint of heart and is in no way a path for those with apprehension or worry about sacrifice.

Draconian Vampirism is one of the most classically based occult orders of the left hand path around, sacrifice was a part of **ALL** ancient religious practice. We do not deviate or flee from rebellious, socially taboo or controversial aspects of ancient religions, nor will we lie about it!

Many will instantly equate the Draconian Vampyre “Guardian Demon,” with the Christian, “Guardian Angel,” however ours is closer related to the Native American concept of a spirit guide/animal. Every Draconian Vampyre is watched over by a guardian demon, one in which protects magickally, mentally and emotionally. The guardian demon also helps in matters requiring inspiration and or assistance in understanding the DV teachings.

So how does one divine their Guardian Demon?

At one point in the Vampyres learning, they will be petitioned to form a list of every possible demon that they could find, from all sources. From that compiled list, they will be asked to find several demons which encompass what they crave and desire the most and who are closest to being like them, and form a shorter list. The crowned Princes are exempt from the secondary list, as they guard over no one individual, but from that newfound list of demonic candidates, Vampyres will then be told to find all sigils and representations for all of the demons listed.

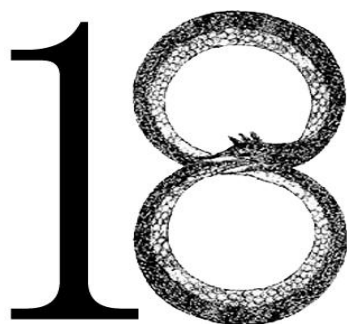
Beyond that, the process to divine one’s guardian demon is private, but rest assured, it is a practice that is nearly as old as humanity and is time tested!

One’s guardian demon is a powerful energy, which the individual becomes the human embodiment of on earth. As an energy, guardian demons are given only as much sentience and free will, as the individual thus affords them, and cannot work without being given such. The more energy, effigies and practices dedicated to your guardian demon, the more it will influence the stream of one’s life.

Each and every Draconian Vampyre will divine and accept a Guardian Demon at some point throughout their training and development; it is a large part of our path and later workings. Communion with one’s Guardian Demon is imperative to the safety of the Vampyre throughout the course of their progression. The process of divining the Vampyres guardian demon is not a fast or simple one, but is indeed a requirement and necessity.

In simpler terms, think of the guardian demon as an energy that you join with, without you having to do twenty magickal things at once, your guardian acts as a servitor, doing some work for you. The energy/life force between you and your guardian demon become one and is shared and you give them as much freedom as you so desire with that power. You give to your guardian demon and it gives back, watching over you, giving assistance in times of need or distress and being an ethereal set of eyes and ears.

The Vampyres guardian demon is their protection from magickal attack and sabotage and will assist if and when workings go wrong. The guardian Demon is truly the Vampyres magickal Swiss Army knife.



There are quite literally thousands, if not hundred-of-thousands of demons from nearly every country around the globe. Even the most skilled demonolatry and demonology expert would be hard pressed to work with and find them all. Therefore, atop working with the four Princes, Lillith and the Divine Architect, each and every Draconian Vampyre will make up a list of eighteen demons. The eighteen demons on the list will be fully studied and all representations and attributes will be divined from the innumerable sources available internationally.

The eighteen demons will stand as the primary demonic energies that the Vampyre will work with, for their entire life. In total, the Draconian Vampyre should have twenty-four energies by which to work all of their magick through and for.

The list of the eighteen demons cannot ever change, but will be individual to each and every Vampyre, as they themselves compile and choose from the list, their demonic resources. In effect, each Draconian Vampyre may have an entirely different set of deities from the next, other than the four Princes, Lillith and the Divine Architect. Thereby each and every Vampyre is responsible for the formation of their own pantheon of deities/energies by which they work.

In case you hadn't yet noticed, responsibility, accountability and free will are key and core elements of the Draconian Vampyric path!

Each demon must be chosen for their traits and attributes, as the Vampyre will utilize them in all acts of low magick. If the Draconian Vampyre wishes for sex and wealth, choose your demons to reflect such, but they must be sure to include other facets they desire now and in the future as well, in their decisions. A Vampyres choices are eternal choices, there are no do overs or changes that are allowed to be made, so it is imperative that the Vampyres choices, be educated and right the first time around.

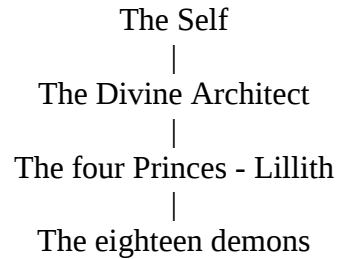
The eighteen demons will come from the same demon list that the Draconian Vampyre will be required to create at one point in their training. The founding of one's eighteen demons is as important as the divination of one's demonic guardian and both are but a fragment of uses for the list of demons the Vampyre will compile.

The eighteen demons are also important, because they will influence one's abilities and what they will be able to achieve on the earthly plain. While one's guardian demon has a tremendous amount of influence over the Vampyre, their eighteen demons have secondary but none-the-less important influence over them. Each aspect of the demon will become minor aspects of the Vampyre themselves, thereby also becoming one with the magi.

Each of the eighteen demons must be hand chosen by the Vampyre themselves, they cannot have any outside assistance or suggestions. It is of the utmost importance that each of the

eighteen demons was chosen with no distractions or influences whatsoever, other than the individual Vampyres own soul searching.

One's eighteen demons, the four crowned Princes, Lillith and the Divine Architect make up the core sum of our pantheon and the energies we employ and commune/attune with. The general hierarchy of our pantheon is as follows;



Nothing may be added or subtracted from the pantheon listed, to do so would deviate from the Draconian Vampyric path altogether. The self being the prime element of all Vampyric teachings, sits atop the hierarchy, as we are the gods of men, we are the masters of slaves and we are the lords of this world!

God is not a name; it's in fact a title and as such, anyone simply referring to their arch deity as, "God," is in fact ignorant of their own religion.

The Divine Architect is indeed very different from the Abrahamic and Buddhist religious concept of a creator, for several very key reasons. It is important to realize that unlike religions of the right hand path, the Divine Architect is not omnipresent and all loving and in fact, is not all of anything. The Divine Architect is within us and without, the all and the nothing...but is seen as the strongest of all deities. The Divine Architect is neither male or female, evil or good, nor is it human or animal; it is all things...and nothing.

Draconian Vampyres believe that (in our genesis) the Divine Architect formed the stars and skies, earth and planets and with the help of evolution (guided by the DA) humanity as well. Our course in evolution is believed to have been guided by the divine spark (to some the soul), which is inherent in all life. The divine spark was a gift from the Divine Architect, to separate humans from animals, though over the years and through inactive use of the spark, it has grown weak in many individuals. Evolution has crawled to an almost alarming halt in humanity, due in large to the lessening of the divine spark and weakened spiritual state.

Draconian Vampyres are the next step in that evolution, harnessing and nurturing the divine spark, given to us (even if inadvertently) by the Divine Architect. We do not worship the Divine Architect, instead we harness the gifts given to us, in the attempt to reach the Egyptian state of Asar-Un-Nefer (Myself-made-perfect). We take up the mantle of gods on earth, working through the divinity within ourselves to form the planet around us in our images.

Worship and pleading are for the weak, Draconian Vampyres are masters and predators who bow to no one and nothing!



Draconian Vampyres are in tune naturally, with the Divine Architect, his will is our will and the two are one in the same. We harness and strengthen our divine spark, bringing us closer to divinity and closer to the Divine Architect.

Also, unlike the major religions of the right hand path, the Divine Architect does not fight with the deities it's appointed to the earth. Nor do Draconian Vampyres believe in a literal heaven and hell, heaven is space, hell is earth below the heavens to us. The Divine Architect does not reside in some mystical land of clouds, it is everywhere, within us and around us at all times, in our creations and inspiration, in our hearts and minds.

Many have contemplated the nature of the Divine Architect, few have come to fully comprehend the vastness

of the incomprehensible nature of the all. Fewer still have been able to capture in visible artistic medium, a visage of the Divine Architect, only Eliphas Levi with his Sabbatic Goat has managed to do so. The Sabbatic Goat (and its many recreations) is considered the only visible representation acceptable by Draconian Vampyres, of the Divine Architect.

Draconian Vampyres thus borrow the Sabbatic Goat from Levi, as a divinely inspired representation of our Divine Architect!

This section of the Draconian Vampirism 101 Ebook is written for those interested in where to begin, when walking the DV path. If you're just reading this Ebook out of curiosity or for any other reason than that, this section of this Ebook is not for you. This section is reserved for those who are interested in taking their first steps on the Draconian Vampyre path and will serve no new information to soothe one's curious nature.

That being said, the first step to walking the Draconian Vampyric path has already been taken, reading this Ebook in its entirety and rereading what you didn't quite understand, is the very first step. I'm sure you're filled with questions as well, as for the sake of space and retaining our occult nature, much had to be omitted. The question left standing however, is if you would like to have some questions answered, or if you truly want to learn and grow? If you would simply like some questions answered, contact us via our form on the official Ordo Atra Draconis website at <http://oad.yolasite.com> and we'll answer your questions, as long as they are rational and will not infringe on our occult aspect.

If you wish to grow and continue learning and if the path sounds like a match with your personal beliefs, join the Ordo Atra Draconis. The OAD is the **ONLY** organization in the world that can teach true and unspoiled Draconian Vampirism, by its founder directly!

Upon joining, the next step would be to go to the member's only website and check out everything there. More content will constantly be added to the member's section almost daily, so check it often. Learn as much as you can from the member's area, introduce yourself to others and get acquainted with the online sector of our organization. As soon as you receive your membership materials in the mail, you'll be off and running in no time!

Study from the materials you receive and begin applying the teachings more deeply in your life, therein would be the next step. Practice what you preach...in layman's terms. The Ordo Atra Draconis is not interested in those who simply memorize and re-quote from our work; it is more impressive to see it put into action!

The materials a member receives will lead them through the process of learning and advancement, step by step. You've already taken the first and most important step, in reading Draconian Vampirism 101, the rest of the steps are guided. This section however, holds a two-fold meaning and shared space, as it is also in reference to walking our path in three facets of life.

The three facets walked by Draconian Vampyres are; Day, Night and by the Eclipse and each has a different utilization of the applied attributes of Draconian Vampirism. Though I cannot go into the application of the attributes for each facet, I can give some general information on the facets themselves. The facets of day, night and the eclipse are actually parts of one's general life, broken down in three sections of interaction. How one interacts with others while walking the day path, will be completely different for interactions in the night path and so on.

The facet/path/world trios are;

- **Walking by day** – is whenever you have to deal with others in a professional, proper or business capacity. Walking by day includes when one is dealing with some family and or friends/ acquaintances as well. This is when it is time to restrain the beast and use rationale and logic, less reptilian mind and more mammalian. While walking by day, a Vampyre will attempt to blend in with those in the situation or place and will dress and act out of character, from their normal free and unleashed self. This is not to say that Draconian Vampyrism is put on the back burner either, just that it is to be applied in a different manner.
- **Walking by night** – is when one is completely free, unchained from the restraints that society and humanity attempt to put on them. This is when the Vampyre is free to be and manifest.
- **Walking by the eclipse** – is when the Vampyre freely walks between the worlds of day and night and is a master of blending in with the sheep of society. All facets of Draconian Vampyrism have become intertwined with the whole of one's life, when walking by the eclipse.

All of the powers of the Vampyre and beyond await, but only for those willing to reach out and truly grasp them. Draconian Vampirism does indeed change individuals, but they must be willing to put forth the effort, to facilitate that change. Just as with anything worth doing, time and effort are the only way to progress in Draconian Vampirism and in life. Reading is not enough, comprehension is not enough, application cannot be stressed enough, viable...real application of what is learned.

There are no shortcuts in life and there are no shortcuts in Draconian Vampirism, it is not a path for the physically or mentally lazy!

We come from all walks of life, all countries, every known profession, we are your neighbors, doctors, lawyers, athletes, artists, blue collar, white collar, coworkers and maybe even your family...but we are all Draconian Vampyre. We come from different backgrounds, have different political views from one another and are from one side of the globe to the next...but we are all Draconian Vampyres. Though we are each very different individuals, we are brought together by the commonality of Draconian Vampirism.

Draconian Vampirism is inescapably intertwined with the Ordo Atra Draconis, I did this purposefully, to help retain the teachings and path in its purest and most unfettered formulation. Change comes in two varieties, good or bad, in founding an occult order to disseminate and propagate the teachings of Draconian Vampirism, the OAD thus can act as stewards and knights over the path. In connecting the OAD and DV, I have thus ensured that any changes being made will be good and beneficial to all Draconian Vampyres. Draconian Vampirism and the OAD also go hand in hand, as I built the organization and structure, directly around the attributes of our path.

I wrote this Ebook in a little over a month's time and it was genuinely a labor of love. For around eight to nine hours a day during that time, I sat in front of my Dell Latitude D610 Laptop and ignored the world around me. I wrote this work for and with the general public in mind, therefore some sections had to be a little more cryptic than others.

I am a busy individual, always working on ten things at once, so finding the time to write Draconian Vampirism 101 was no easy task. I had to neglect other obligations, I had to sacrifice almost all days off (maybe three in that time), as well as any free time to just have fun...I had to sacrifice and the work thus came to fruition, in the form of this very Ebook. I wrote Draconian Vampirism 101 is as simple a dialog as I possibly could, so that almost anyone could understand the concepts written. Writing about complex concepts even on an existential level, in a fools tongue, has always been my strong suit.

Now onto the information you really care about... This Ebook was written in Microsoft Word 2007, in the Times New Roman font set at twelve point. It is 15,387 words and forty five pages (Set at 8.5x11) long!